

Claims:

1. A method for a plurality of reporters to collectively report team-member activity that is causal to team achievement, comprising the steps of:

- a) providing one or more data processors for receiving and processing report data;
- b) providing memory for storing report data;
- c) providing data entry device for inputting and outputting data;
- d) guiding REPORTERS on how to collectively self-organize information gathering activities by displaying and committing REPORTERS intentions via said data entry device;
- e) creating a common perspective among the plurality of REPORTERS to guide collective discovery of valued team-member actions;
- f) creating among the plurality of REPORTERS, consistent measuring and valuing of team-members' contributions by processing report data on said data processor(s);
- g) creating composite reports of valued team-member actions, storing and retrieving them from said memory;

wherein said data processor(s), memory and data entry device are connected to a data communications network to process, store and communicate data, and wherein a plurality of reporters can collectively self-organize to share tasks of role selection, information discovery and information reporting, thereby integrating activity to simulate one omniscient information gatherer.

2. The method of Claim 1, further comprising:

- h) recording redundant reports via said data entry device and selecting a representative report from each set of redundant reports by said data processor(s); and
- i) aggregating said representative reports to create composite reports by said data processor(s); and
- j) deterring hostile attempts to report false data by filter means.

3. The method of claim 2, further comprising:

- k) refining reporting skills by re-enforcement learning including:
 - i) apprising reporter of reporting accuracy in relation to a standard by report quality feedback means;

ii) establishing a reporter's reputation for reporting by proficiency skill level means;
and
iii) sharing reporters' knowledge and observations by collaboration means.

4. The method of claim 3, wherein the boundary of the CONTEST is extended to include REPORTERS as participants in the on-going CONTEST by providing PLAYERS with real-time feedback of the effectiveness of actions, further comprising:

1) integrating and reporting of CONTEST analysis to CONTEST PLAYERS for re-enforcement learning to guide action choices during a CONTEST.

5. The method of claim 3, wherein PLAYERS rely solely on peer-to-peer collaboration in pursuit of the team goal; and further, said reporting is accomplished by the PLAYERS.

6. The method of claim 3, further comprising:

m) developing refinements to existing ASPECTs or discovering additional valuable ASPECTs previously not uncovered, for modification of the reporting measurement rules by reporter collaboration means.

7. A system for a plurality of reporters to collectively report team-member activity that is causal to team achievement, comprising:

a) one or more data processors for receiving and processing report data;

b) a memory for storing report data;

c) a data entry device for inputting and outputting data;

d) signup commitment means for guiding REPORTERS on how to integrate information gathering activities by displaying and committing REPORTERS intentions via said data entry device;

e) team-member interaction protocol means for creating a common perspective among the plurality of REPORTERS to guide reporters' collective discovery of valued team-member actions;

f) team goal-achievement value system means employed by the plurality of REPORTERS to create consistent measuring and valuing of team-members' contributions by processing report data on said data processor(s);

g) means to record report data and create composite reports, storing and retrieving them from said memory;

wherein said data processor(s), memory and data entry device are connected to a data communications network to process, store and communicate data, and

wherein a plurality of reporters can collectively self-organize to share tasks of role selection, information

discovery and information reporting, thereby integrating activity to simulate one omniscient information gatherer.

8. The system of Claim 7, further comprising:

h) means for recording redundant reports in memory and selecting a representative report from each set of redundant reports; and

i) means for aggregating said representative reports via said data processor(s).

j) means for deterring hostile attempts to report false data.

9. The system of claim 8, further comprising:

k) refining reporting skills by re-enforcement learning means including;

i) apprising reporter of reporting accuracy in relation to a standard by report quality feedback means via said data entry device;

ii) establishing a reporter's reputation for reporting by proficiency skill level means; and

iii) sharing reporters' knowledge and observations by collaboration means.

10. The system of claim 9, wherein the boundary of the CONTEST is extended to include REPORTERS as participants in the on-going CONTEST by providing

PLAYERS with real-time feedback of the effectiveness of team-member actions, further comprising:

1) integrating and reporting of CONTEST analysis to CONTEST PLAYERS for re-enforcement learning to guide action choices during a CONTEST.

11. The system of claim 9, wherein PLAYERS rely solely on peer-to-peer collaboration in pursuit of the team goal; and further, said reporting is accomplished by the PLAYERS.

12. The system of claim 9, further comprising:

m) developing refinements to existing ASPECTs or discovering additional valuable ASPECTs previously not uncovered, for modification of the reporting measurement rules by reporter collaboration means.